

**AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A game machine provided with a casing and a play field having a winning region into which a play medium can enter to achieve a win, comprising:

storage means for storing the number of available play media for shooting into said play field;

start detection means for detecting an input from a user to start ~~of~~ shooting ~~of~~ the play media into said play field;

shooting control means for initiating shooting the play media into said play field in response to said start detection means detecting the input from the user to start shooting the play media, and controlling to stop shooting the play media in response to all the available play media having been shot; and

stop detection means for detecting an input from the user to temporarily stop shooting the play media;

wherein said shooting control means controls to pause ~~stop~~ shooting the play media in response to said stop detection means detecting the input from the user to temporarily stop shooting the play media before all the available play media are shot.

2. (Previously presented) The game machine according to claim 1, further comprising display means for displaying the number of the available play media stored in said storage means in an identifiable manner.

3. (Previously presented) The game machine according to claim 1, further comprising accounting detection means for detecting a manipulation for settling a play result, wherein said shooting control means controls to stop shooting the play media in response to said accounting detection means detecting the manipulation for settling the play result.

4. (Previously presented) The game machine according to claim 1, wherein said shooting control means controls to resume shooting the play media if additional available play media are added within a predetermined period of time after the shooting of the play media is stopped as-in response to all the available play media having been shot.

5. (Original) The game machine according to claim 1, wherein said play field, said play medium and said winning region are displayed as images by an image display device mounted to said game machine.

6. (Previously presented) The game machine according to claim 5, further comprising selection detection means for detecting a selection of the play field, wherein said image display device displays one of a predetermined number of different play fields in accordance with the selection detected by said selection detection means.

7. (Currently Amended) The game machine according to claim 1, further comprising:  
first input means for the user to enter the input to start shooting the play media; and

second input means for the user to enter the input to temporarily stop shooting the play media;

wherein said first input means and said second input means are formed of a transparent electrode films.